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NINTENDO DS™

GLORY OF HERACLES™



INSTRUCTION BOOKLET

PLEASE CAREFULLY READ THE SEPARATE HEALTH AND SAFETY PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME CARD OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT HEALTH AND SAFETY INFORMATION.

IMPORTANT SAFETY INFORMATION: READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES.

⚠ WARNING - Seizures

- Some people (about 1 in 4000) may have seizures or blackouts triggered by light flashes or patterns, and this may occur while they are watching TV or playing video games, even if they have never had a seizure before.
- Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.
- Parents should watch their children play video games. Stop playing and consult a doctor if you or your child has any of the following symptoms:

**Convulsions
Altered vision**

**Eye or muscle twitching
Involuntary movements**

**Loss of awareness
Disorientation**

- To reduce the likelihood of a seizure when playing video games:
 1. Sit or stand as far from the screen as possible.
 2. Play video games on the smallest available television screen.
 3. Do not play if you are tired or need sleep.
 4. Play in a well-lit room.
 5. Take a 10 to 15 minute break every hour.

⚠ WARNING - Radio Frequency Interference

The Nintendo DS can emit radio waves that can affect the operation of nearby electronics, including cardiac pacemakers.

- Do not operate the Nintendo DS within 9 inches of a pacemaker while using the wireless feature.
- If you have a pacemaker or other implanted medical device, do not use the wireless feature of the Nintendo DS without first consulting your doctor or the manufacturer of your medical device.
- Observe and follow all regulations and rules regarding use of wireless devices in locations such as hospitals, airports, and on board aircraft. Operation in those locations may interfere with or cause malfunctions of equipment, with resulting injuries to persons or damage to property.

⚠ WARNING - Repetitive Motion Injuries and Eyestrain

Playing video games can make your muscles, joints, skin or eyes hurt. Follow these instructions to avoid problems such as tendinitis, carpal tunnel syndrome, skin irritation or eyestrain:

- Avoid excessive play. Parents should monitor their children for appropriate play.
- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- When using the stylus, you do not need to grip it tightly or press it hard against the screen. Doing so may cause fatigue or discomfort.
- If your hands, wrists, arms or eyes become tired or sore while playing, or if you feel symptoms such as tingling, numbness, burning or stiffness, stop and rest for several hours before playing again.
- If you continue to have any of the above symptoms or other discomfort during or after play, stop playing and see a doctor.

⚠ WARNING - Battery Leakage

The Nintendo DS contains a rechargeable lithium ion battery pack. Leakage of ingredients contained within the battery pack, or the combustion products of the ingredients, can cause personal injury as well as damage to your Nintendo DS.

If battery leakage occurs, avoid contact with skin. If contact occurs, immediately wash thoroughly with soap and water. If liquid leaking from a battery pack comes into contact with your eyes, immediately flush thoroughly with water and see a doctor.

To avoid battery leakage:

- Do not expose battery to excessive physical shock, vibration, or liquids.
- Do not disassemble, attempt to repair or deform the battery.
- Do not dispose of battery pack in a fire.
- Do not touch the terminals of the battery, or cause a short between the terminals with a metal object.
- Do not peel or damage the battery label.

Important Legal Information

REV-E

This Nintendo game is not designed for use with any unauthorized device. Use of any such device will invalidate your Nintendo product warranty. Copying of any Nintendo game is illegal and is strictly prohibited by domestic and international intellectual property laws. "Back-up" or "archival" copies are not authorized and are not necessary to protect your software. Violators will be prosecuted.

The official seal is your assurance that this product is licensed or manufactured by Nintendo. Always look for this seal when buying video game systems, accessories, games and related products.



Nintendo does not license the sale or use of products without the Official Nintendo Seal.

THIS GAME CARD WILL WORK ONLY WITH THE NINTENDO DS™ VIDEO GAME SYSTEM.

GLORY OF HERACLES™

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NEED HELP PLAYING A GAME?

Recorded tips for many titles are available on Nintendo's Power Line at (425) 885-7529. This may be a long-distance call, so please ask permission from whoever pays the phone bill.

If the information you need is not on the Power Line, you may want to try using your favorite Internet search engine to find tips for the game you are playing. Some helpful words to include in the search, along with the game's title, are: "walk through," "FAQ," "codes," and "tips."



Nintendo

Please note that in this instruction booklet, brown borders indicate top-screen displays, while blue borders indicate displays on the Touch Screen.



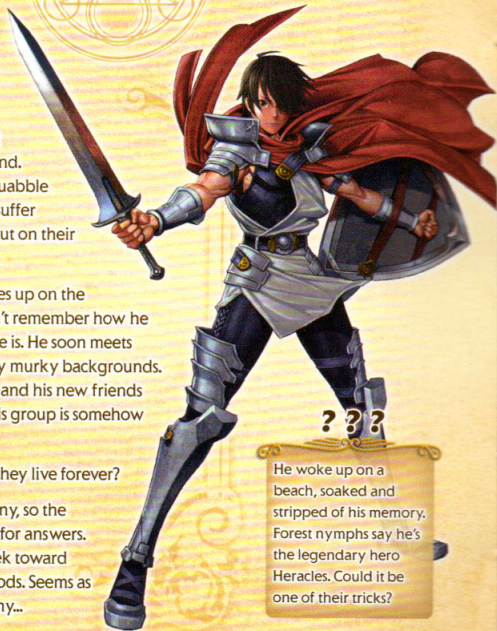
STORY

Something stinks in ancient Greece, and it's not just the Kraken sea beast. Great cities wage war. Mythological monsters terrorize the land. The gods of Olympus squabble while heroes of legend suffer identity crises and skip out on their lunch tabs.

Meanwhile, a boy washes up on the Island of Crete. He doesn't remember how he got there or even who he is. He soon meets companions with equally murky backgrounds. He learns he is immortal, and his new friends are too. It's almost as if this group is somehow linked by fate...

Who are they? Why do they live forever?

Immortality loves company, so the group sets off on a quest for answers. They begin their long trek toward Olympus, home of the gods. Seems as good a place to start as any...



???

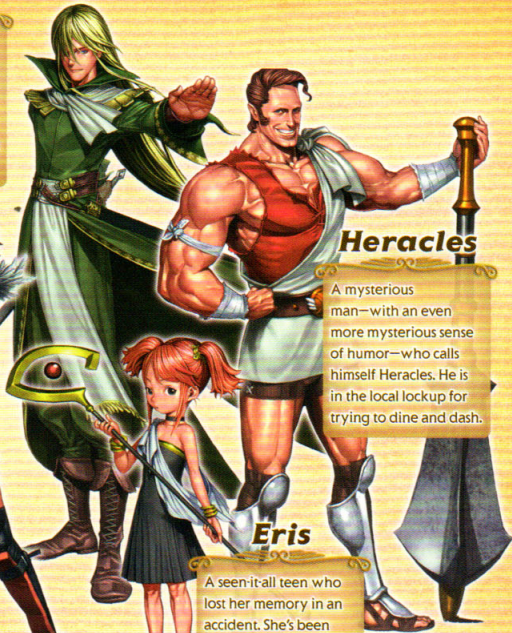
He woke up on a beach, soaked and stripped of his memory. Forest nymphs say he's the legendary hero Heracles. Could it be one of their tricks?

Axios
A man who's traveling for reasons unknown. Ladies swoon over his Greek-godlike looks and golden locks. He reminds his companions of this often.



Leucos

A moody immortal and the protagonist's first companion. He—or is it “she”—is doing a lousy job posing as the opposite sex while griping about the unfairness of fate.



Heracles

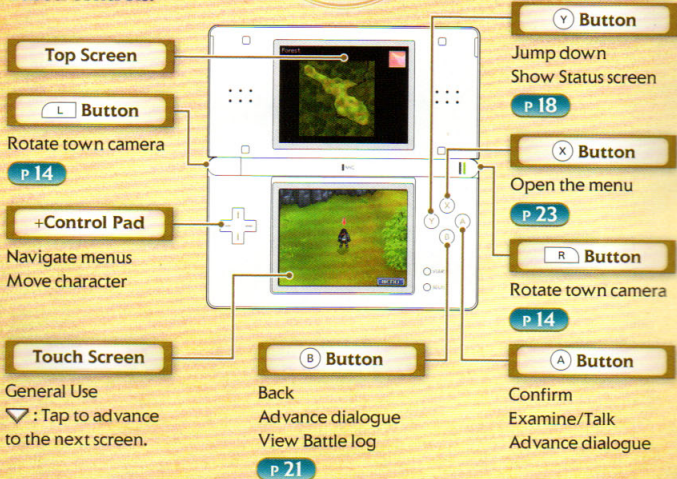
A mysterious man—with an even more mysterious sense of humor—who calls himself Heracles. He is in the local lockup for trying to dine and dash.

Eris

A seen-it-all teen who lost her memory in an accident. She's been traveling the world ever since and seems oddly wise for her years.

CONTROLS

You can control this game using both the buttons and stylus, but the instructions in this manual will assume you are using stylus-based controls.



During game play, press **L** + **R** + **START** + **SELECT** simultaneously to reset the game and return to the title screen.

If you close your Nintendo DS system during play, it will go into Sleep Mode, greatly reducing battery consumption. Reopen your DS to end Sleep Mode and resume play.

FIELD CONTROLS

This section introduces the basic actions you can perform on the field, which encompasses towns, temples, and dungeons **P 14**.

Walking

To walk, tap a location close to you or use **+** and **B**.



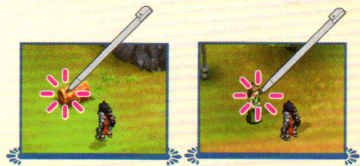
Running

To run, tap a location far from you or use **+**.



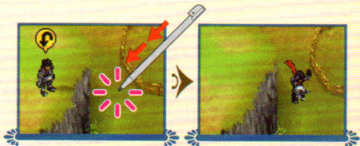
Talking/Examining

Approach people or objects, and tap them with the stylus or press **A** to start conversations or examine things.



Jumping Down

Whenever you see the **!** icon, double-tap the Touch Screen or press **Y** to jump down from above.



GETTING STARTED

Make sure your Nintendo DS system is turned off, then insert the **GLORY OF HERACLES DS Game Card** into the DS Game Card slot until it clicks into place.

POWERING ON

- Turn on your Nintendo DS, and the screen on the right will appear. Once you've read this screen, tap the Touch Screen to proceed.
- To start the game, tap the **GLORY OF HERACLES** panel on the DS Menu.
If you have your Nintendo DS Start Mode set to Auto, the DS Menu Screen will not appear. See your Nintendo DS Instruction Booklet for more details.
- Once the game begins, tap the Touch Screen to go to the main menu.

WARNING - HEALTH AND SAFETY

BEFORE PLAYING, READ THE HEALTH AND SAFETY PRECAUTIONS BOOKLET FOR IMPORTANT INFORMATION ABOUT YOUR HEALTH AND SAFETY.

TO GET AN EXTRA COPY FOR YOUR REGION, GO ONLINE AT www.nintendo.com/healthandsafety/
Touch the Touch Screen to continue.



MAIN MENU


Touch the **New Game** option to start the adventure from the beginning of the story. Touch **Continue** to head to the Data Selection screen.



DATA SELECTION SCREEN

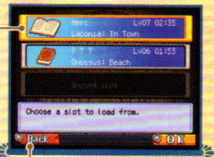
Choose from among three save slots to load data from, then touch **OK**.

Current slot

 indicates the slot you saved to most recently.

Back

Touch here to return to the previous screen.



Saving

To save your progress, choose **System** from the menu. From there, tap **Save/Load** and then **Save Data** **p 28**. Choose a slot in which to save your game, then touch **OK** to save.

Important: If you save over a slot that contains a previously saved game, you won't be able to recover your previous data.



VENTURING FORTH

Your party's quest to solve the mystery of their immortality will take them all the way to the legendary Mount Olympus...and perhaps even farther. Along the way, they'll find themselves beset by a mythological mishmash of fearsome monsters.

MOVING ON THE WORLD MAP

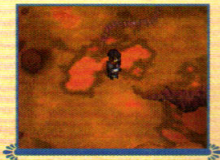
When traveling on the World Map **p 13**, you'll see villages, towns, and temples, among other locations. Visit these places to stock up on equipment, strengthen your abilities, and more.

You cannot run while you're on the World Map.



Enemy Encounters

You're bound to run into trouble as you wander around Greece. And if you bump into a particularly tough enemy, the screen will flash red before the battle. Make sure you're always ready to fight for your life by equipping yourself properly on the Setup screen **p 23**.



COMBAT

Once you encounter an enemy, combat **p 17** will ensue. Touch commands with the stylus to choose your party members' actions **p 19-20**. In addition to standard attacks, you can also utilize spells, skills (special techniques), and abilities (actions that automatically activate in battle) to win the fight.

Getting KO'd

If a character's HP (hit points) fall to 0 in battle, he or she will be knocked out (KO'd). Knocking out all your opponents is the key to success in battle, but likewise, if everyone in your party gets KO'd, you'll arrive at the dreaded Game Over screen.

Party members who get KO'd in combat will be revived with a small amount of HP once the battle is over.

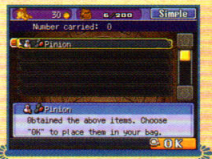
Game Over

If you find yourself at the Game Over screen, touch Yes to restart the game from the start of the previous battle. Your party members will return with a small amount of HP.



Battle Spoils


Winning battles awards you EXP (experience points) and money (drachmas). When a party member earns enough EXP, he or she will gain a level **p 23**. Enemies will occasionally drop items as well, which can be collected and added to your inventory.



THE WORLD MAP

As you travel around the World Map, you'll come across small villages, discover vast temples, and run into more than a few bloodthirsty beasts.

VIEWING THE WORLD MAP SCREEN

Use the stylus to touch the direction (or location) you wish to go. You can also use  to move. Once you arrive at a destination, the game will switch to the Field screen.



VIEWING THE FIELD SCREEN

On the Field screen, you'll examine objects and strike up conversations with people you meet. Expect battles in monster-infested areas too. Reach an exit and you'll switch back to the World Map screen.











TOWNS AND VILLAGES

Approach a door and touch it with the stylus to open it or close it. If the door opens, you can enter the building.



Shops

Towns and villages are filled with a variety of shops that sell goods and perform services. To find out what a shop offers, poke the shopkeeper with the stylus. Here are some of the places you'll find...

 Inn	Rest here to restore HP and MP p 18 .
 Item shop	These shops sell healing herbs, camping kits, and other items vital to your adventure.
 Weapon shop	These places deal in the lethal tools of battle. You might even find a Trainer hanging around. Touch one with the stylus to go to the Training Camp, where you're free to try out magic p 25 , skills p 26 , and more.
 Armor shop	A shop that sells all types of protective gear.
 Sorcerer	These shops primarily sell magic darts: projectiles that cast magic spells when launched.
 Alchemist	The craftsmen at these shops can draw out the latent potential of a number of items.
 Polisher	These shops can scour the rust from seemingly useless weapons and armor.
 Blacksmith	Smithies can modify your weapons and armor to forge new gear.

PROMETHEUS STATUES

These statues are often found in Sorcerists' basements. Praying to a Prometheus Statue will help you learn new magic spells.

Spells you've learned will become usable once you reach the required level.

Altar

Touch this with your stylus to pray to the Prometheus Statue.



Nymph


Talk to the nymph and she'll teach you ways to strengthen the spells you've learned **p 22** .




TEMPLES

Temples house statues of the various gods of Olympus. Pray to these statues to learn new skills.

Skills you've learned will become usable once you reach the required level.

ITEMS

Touch a treasure chest () to get the goodies inside. Some items, such as herbs, can be picked up directly off the ground. Examples of the kinds of items you'll find include...

 Herb	A plant that restores a small amount of HP to one party member.
 Wakeblossom	A flower that cures one party member of the Sleep ailment.
 Ginseng	A root that cures one party member of the Stun ailment.

COMBAT

Win battles by reducing the HP of all of your opponents to 0. If every member of your party gets KO'd, you'll lose the battle.

VIEWING THE COMMAND INPUT SCREEN

The order in which characters take turns to act in battle is determined by their AGI (agility), among other factors. For each character, touch an action from the Battle menu **P 19** to choose it.

Currently selected character

Turn order

This shows the order in which characters will act during a round of combat. An icon is displayed for the currently selected character.

Character info

Remaining ether

Character status

Enemy panel

Ally panel

Battle menu

Status ailment icon

Character Status

Green represents HP, while blue represents MP. Attacks from the enemy will occasionally afflict characters with status ailments. These handicaps usually fade away after a set number of turns, but they can also be cured using items or magic.

Status ailments will disappear when the battle ends.






The Character Info Panel

This panel shows the name and stats for the currently selected character.

GEN	STR	53
HP	MP	51 / 70
DEF	INT	30
AGI	DEF	37
AGI	AGI	44

HP	Current health/maximum health. Your HP decrease as you take damage.	STR	Strength, i.e. your physical attack power.
		INT	Intelligence, i.e. your magical attack power.
MP	Current magic points/maximum magic points. Your MP decrease as you use magic and skills.	DEF	Defensive, i.e. your defensive ability.
		AGI	Agility, i.e. your swiftness in battle.

Ether

Ether is a type of energy that occurs naturally in the wild. There are five types of ether: Fire , Earth , Wind , Water , and Dark . Whenever Fire, Earth, Wind, or Water ether is consumed, Dark ether increases, and viceversa. The amount of ether in an area also increases with each turn during battle.

The amount of each type of ether that is added each turn depends on the characteristics of the area in which you're fighting.

The Status Screen

Touch the Turn Order icons to bring up the Status screen. Here, you can view descriptions of the skills and abilities each character may use, as well as adjust AI Settings **P 26**.



THE BATTLE MENU

Touch a command to choose which action a character will perform during his or her turn.

Some commands are not always available.

Attack

Use your equipped weapon **P 24** to wallop the enemy. Touch the enemy you want to attack with the stylus.



Magic

Use attack and healing magic that consumes MP and ether. Select a spell to use, then choose a target to use it on.

If there's not enough ether to cast a spell, the spellcaster will take damage from the Reflux effect.

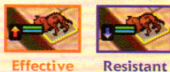


Category menu

Use this menu to switch the type of magic being displayed for easy sorting.

Elemental Effects

All magic spells and monsters have elemental affinities that relate to each other. Fire-affinity monsters, for instance, are weak against water-affinity magic. These indicators will show the effectiveness of a selected spell:



Skills

Use skills. These can have a variety of effects, such as pushing enemies from the front row to the back or shooting arrows at all enemies in a single row. Using a skill consumes MP.



Category menu

Use this menu to switch the type of skills being displayed for easy sorting.

Items

Use an item **P 26** from your inventory.

Escape

Flee from battle. This command isn't always successful.

Wait

Make your character sit out a turn to study the enemies' actions. On the next turn, the success rate of the action your character takes will be dramatically increased.

Advance/Fall Back

Move your character from the front row to the back row or vice versa **P 27**.

Auto

Let the AI decide how to proceed. If you press **SELECT** at the Battle menu, the entire party will be set to Auto and the battle will begin immediately.

The guiding tactics behind each character's actions can be set in the AI Settings menu **P 26**.

VIEWING THE BATTLE SCREEN

After choosing actions for all of your party members, you'll move on to the Battle screen. The battle log will be displayed on the Touch Screen. Press **A** during battle to skip the battle magic effects.

Action window

Explains what's happening during battle as it happens.

Battle log

A step-by-step history of the fight's various events.



Remaining ether

P 18

View Log option

Touch this to pause the fight and peruse the battle log.

Battle Advice

When terms you haven't seen before appear in the battle log, you'll see a screen like the one to the right. Touch **Advice** to display an explanation of the new term. Touch **Back** to resume the battle.

Advice you've seen during battle will be added to the Glossary **p 27**.



STRENGTHENING MAGIC & SKILLS

As you advance through the game, you'll learn new ways to boost the effects of magic and skills via Touch Screen minigames. Whenever you cast a spell or use a skill, you'll see a screen like the one on the right. Use the stylus to choose between Auto and Stylus.

If you wait too long, Auto will be selected automatically.

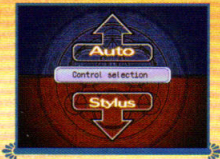
Auto

Spells and skills will have their normal level of effectiveness.

Stylus

Use the stylus and follow the instructions on the Touch Screen. As you succeed at the minigame, the gauge on the top screen will increase. Raise it enough and you'll boost the effectiveness of your spell or skill.

Different spells and skills are strengthened in different ways.



OVERKILL

If you defeat an enemy by dishing out an especially large amount of damage, it's possible to get an Overkill. This turns the devastated enemy into ether, restoring the MP of the character who performed the Overkill.

If you defeat an enemy without dealing enough damage to cause an Overkill, you can still get an Overkill by dealing additional damage to the victim before the next turn begins.



THE MENU

The menu allows you to perform a variety of tasks, such as preparing for battle and managing your save data. As you advance through the game, more features will become available to you.



SETUP

Setup

Change equipment, use magic and items, and more. You can also view detailed information on your skills and abilities. Touch the option you wish to use on the Setup menu.

Tap **X** twice on the map to open the Setup screen.

Currently selected character

Shows the character that is currently selected. Use **←** and **→** to cycle through characters.

AI Setup option

p 26



Current level and EXP

LV shows your current level, while EXP shows your current experience points. Fill up the gauge and you'll gain a level.

Money

Items in inventory/ Max. no. of items

Setup menu

Equipment

Equipment

Choose this to check and modify a character's equipped items. To change equipment, select the item you wish to change and touch Equipment to move to the Equip screen.

Added effects

If an item has added effects that become available when the item is equipped, they'll be displayed here. indicates skills, indicates abilities [p 26](#), and indicates magic.



Pouch item

Help panel

The Help panel will be shown if the selected item has added effects. Touch it to toggle between the item description and the description of the added effects.

A list of equippable items will be shown. To equip an item, select it and touch **OK**.

Character Info panel

Look here to see how the character's stats will change once the item is equipped.



Simple option

Touch this to view equippable items in a simplified list format.

Pouch Items

Certain items, such as herbs, can be equipped to your pouch. Pouch items offer a variety of benefits. Some may activate automatically when needed in battle, some may grant new abilities, and so on.

Magic

Magic

Choose this to view a list of spells you can cast in and out of battle. If you wish to use a healing spell, select it and touch Use to advance to the next screen.



Here you can see the HP and MP for all of your party members. Use the stylus to choose a target for your spell.



A sampling of magic spells:

	Byrn	Sears a single enemy with flames. Slightly decreases resistance to magic.
	Fulg	Calls a thundercloud to strike a single enemy with lightning. Slightly decreases resistance to slash attacks.
	Queth	Tosses large rocks onto a single enemy. Slightly decreases resistance to blunt attacks.
	Ise	Freezes a single enemy within a massive pillar of ice. Slightly decreases resistance to thrust attacks.
	Pow	Restores a small amount of HP to a single ally.
	Sthen	Increases the attack power and chance of activating the Critical ability for a row of allies.

Light magic () consumes Fire, Earth, Wind, and Water ether **p 18** at the same time.

Items

Items

Choose this to view and use items in your inventory. To use or equip an item, select an item and then touch Use or Equipment.

A sampling of items:

	Pick-Me-Up	Revives a single ally from the KO'd state.
	Rel'all Root	Cures a single ally of most status ailments.
	Camping Kit	Lets you take a load off, restoring HP and MP for your entire party.
	Rusty Spear	A spear so chalked with rust its original form is unclear. Maybe if you took it to a Polisher...?
	Toy Helm	A helmet suitable for fighting imaginary monsters.
	Fire Etherstone	An ore necessary for forging weapons and armor.

Abilities

Abilities

Choose this to view a list of available abilities for each character.

Characters gain more abilities as they level up.

Abilities gained by equipping items



Skills

Skills

Choose this to view a list of available skills for each character.

AI Setup

AI Setup

Use this to establish the basic fighting tactics characters will use when Auto is selected from the Battle menu.



Auto Let the characters decide their own tactics.

Manual Adjust each character's battle tactics in three categories: Role, Style, and Focus.

FORMATION

Formation

Arrange the starting positions of your party members in battle. Touch a panel to place a character; when all characters have been placed, touch OK.

Character to place

Clear option

Touch this to start over from the beginning.



Back Row vs. Front Row

Characters in the front row can use melee attacks, such as sword strikes, but they're also more vulnerable to enemy attacks. Placing characters in the back row makes it harder for them to get hit, but it also limits them to using long-range attacks. As such, the back row is best suited for archers and magic users.

GLOSSARY

Glossary

The glossary contains explanations of the various terms that pop up over the course of your adventure, as well as other types of useful information. New entries will gradually be added to the glossary as you advance through the game.



SYSTEM

System

Options

Options

Town camera control

Decide whether or not the camera will automatically point you toward areas of interest in towns and villages.

Battle cursor memory

Set the frequency in which the game resets the position of the selection cursor during battle.

Battle magic effects

Set the duration of magic effects during battle from longest (Extended) to shortest (Brief).



Save/Load

Save/Load

Save Data

Save your current progress to one of three save slots. You cannot save at certain areas in the game.

Load Data

Load previously saved data from a save slot and continue the game in progress.

Copy Data

Copy game data from one save slot to another.

Erase Data

Permanently erase game data from a save slot.

Important: Once data from a save slot is overwritten or erased, it cannot be recovered.

CAMP

Camp

Use a Camping Kit **p 26** to take a break. Camping restores HP and MP. Camping is not possible in some locations.

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